In the Claims

1.   (Currently Amended). A real time interactive video system comprising:

a server for storing a sequence of frames of video content, said server also for storing separate linked video files which are not embedded in the video content which identify the frames and location of pixel objects in said frames ;

a viewer interaction platform for receiving said video content and said linked video files ~~y~~ and displaying said sequence of frames of video content, said viewer interaction platform being responsive to actions by a pointing device and to determine the frame and the location on said frame where an action by a pointing device occurred in order to enable a user to select ~~at least~~ one or more pixel ~~object~~ objects in one or more frames of said sequence of frames with said pointing device and determine whether ~~the frame and the location within the frame where the action by the pointing device occurred corresponds to pixel object by examining the linked video files~~ the location within the frame where the action by the pointing device occurred corresponds to a location of a pixel object within the frame. and if so link said selected location by said pointing device to a resource platform that corresponds to said selected pixel object that is different from said video content .

2.   (Previously Presented). The real time interaction system as recited in claim 1, further including a timing device for providing timing signals to said server, said timing signals being synchronized to a real time broadcast of said video content, wherein said timing signals are time stamps.

3.   (Previously Presented). The real time interaction system as recited in claim 1, wherein said video frames are stored sequentially in a video buffer.

4.   (Previously Presented). The real time interaction system as recited in claim 2, wherein said timing signals are time code numbers.

5.   (Original). The real time interaction system as recited in claim 4, wherein said video frames are stored by time code number.

6.   (Cancelled). The real time interaction system as recited in claim 1, wherein said video content does not include embedded tags for relating to pixel objects in said frames of video content.

7.   (Cancelled). The real time interaction system as recited in claim 6, further including a system for reading linked video files which link predetermined pixel objects in said video frames with predetermined data objects.

8.   (Cancelled). The real time interaction system as recited in claim 7, wherein said linked video files are exported to said viewer interaction platform.

9.   (Original). The real time interaction system as recited in claim 1, wherein said viewer interaction platform includes a local storage device for storing user selected video frames.

10.   (Cancelled). The real time interaction system as recited in claim 1, wherein said viewer interaction platform includes viewer frame interaction application that is configured to support playback of said video frames.

11.   (Currently Amended). The real time interaction system as recited in claim 9 10, wherein said viewer frame interaction application is configured to support one or more local frame advance navigational buttons.

12.   (Original). The real time interaction system as recited in claim 1, wherein said frame interaction application is configured to support a frame advance dialog box which allows unselected frames on the server to be called on a time interval basis.

13.   (Previously Presented). The real time interaction system as recited in claim 12, wherein said viewer frame interaction application is configured to support a drop down menu for selecting time intervals.

14.   (Previously Presented). The real time interaction system as recited in claim 1 wherein said viewer interaction application is configured to support one or more server frame advance navigational buttons for viewing unselected frames in said server.

15.   (Original). The real time interaction system as recited in claim 1, wherein said viewer interaction application supports a graphical user interface.